**DAILY SCRUM MEETING MINUTES**

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| --- | --- | --- | --- | --- | --- | --- |
| NAME | QUESTION | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
| 17/03/25 | 18/03/25 | 19/03/25 | 20/03/25 | 21/03/25 |
| Irfan | What did you work on yesterday? | Completed base game rules and board display | Integrated piece image assets | Implemented mouse click functionality | Connected backend logic with GUI | Added highlight and turn-based flow |
| What are you working on today? | Add GUI layout and start SDL | Link image assets to rendering logic | Validate move interaction | Handle flicker bugs | Polish move feedback |
| Any blockers? | SDL not initializing properly | Click detection acting weird | SDL events not fully linked | Flickering on re-render | None |
| Khawar | What did you work on yesterday? | Finalized pawns and board setup | Completed rook and bishop movement | Added knight and queen classes | Started king and check detection | Capturing and validation testing |
| What are you working on today? | Piece classes integration | Bishop diagonal logic | Knight L-move and queen movement | King’s safe-move validation | Check/checkmate structure |
| Any blockers? | None | Diagonal path bugs | Move validation clashing | Complex rules overlapping | Invalid move loops not caught |
| Maira | What did you work on yesterday? | Started pawn promotion logic | Partially completed promotion logic | Continued testing pawn promotion and UI flow | Finalized board state tracking | Integrated intro screen |
| What are you working on today? | Improve promotion rule checks | Validate promotion input flow | Handle board state post-promotion | Add simple intro screen | Clean transitions |
| Any blockers? | Multiple pawn promotion | No asset for promoted pieces | Bishop blocking issue | None | None |
| Mahnoor | What did you work on yesterday? | Optimized asset rendering | Created QA checklist | Helped fix memory leaks | Finalized intro and main screens only | Prepared for testing |
| What are you working on today? | Testing structure | Bug tracking | GitHub cleanup | Build delivery | Mid Testing Execution |
| Any blockers? | None | Memory leak on render | None | None | None |

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| NAME | QUESTION | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
| 24/03/25 | 25/03/25 | 26/03/25 | 27/03/25 | 28/03/25 |
| Irfan | What did you work on yesterday? | Testing pawn promotion | Verified click event handling | Merged rendering fixes | Adjusted click zones | Final polish of GUI |
| What are you working on today? | Handle promoted queen logic | Fix board flicker | Fix board flicker | Frame rate stabilization | Ready documentation |
| Any blockers? | Promotion bug on 8th rank | Minor lag | None | None | None |
| Khawar | What did you work on yesterday? | Debugged bishop movement | Reviewed king move conditions | Verified rule handling | Cleaned movement logic | Tested edge rules |
| What are you working on today? | Polish checkmate flow | Review king-path blocking | Catch invalid rook paths | Verify piece distinction | Submit final code |
| Any blockers? | Bishop stuck on move loop | King unable to retreat | None | None | None |
| Maira | What did you work on yesterday? | Reviewed pawn promotion logic | Assisted with pawn promotion | Worked on intro rendering | Finalized input flow | Helped merge scenes |
| What are you working on today? | Help test GUI pathing | Visual bug resolution | Edge case scenarios | Submit review notes | Final asset alignment |
| Any blockers? | None | Minor delay on intro load | None | None | None |
| Mahnoor | What did you work on yesterday? | Completed visual testing | Helped log move history | Oversaw UI rechecks | Helped prep final test cases | Prepared release notes |
| What are you working on today? | Review tester feedback | Final tweaks for submission | Collect logs | Organize files | Final sync |
| Any blockers? | None | None | None | None | None |